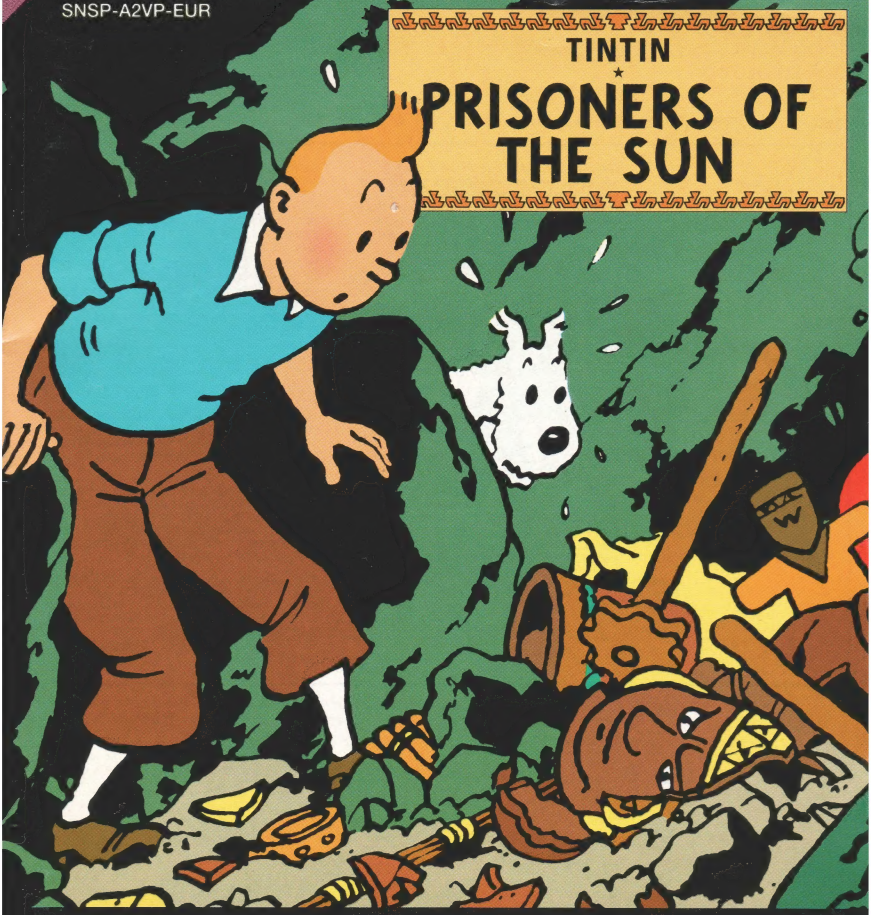
SNSP-A2VP-EUR

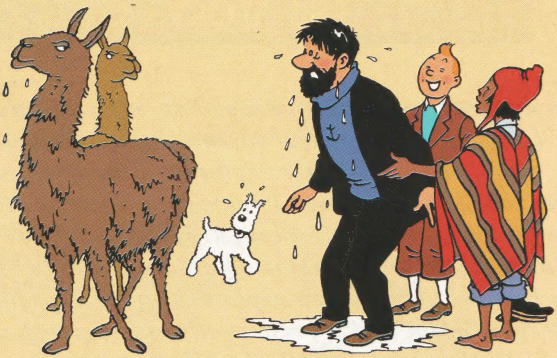
TINTIN
PRISONERS OF THE SUN



INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

INFOGRAMES



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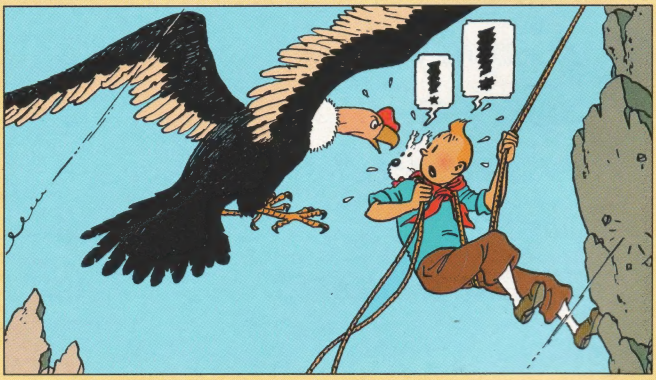
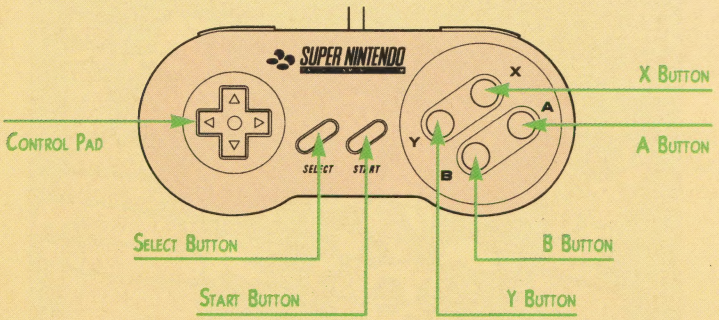
THE STORY

The Sanders-Hardiman expedition has just returned to Europe after a fruitful voyage through South America. Whilst on their trip, the explorers discovered many Inca tombs. One of these tombs contained the mysterious mummy of the Inca Rascar Capac, which the explorers decided to bring back to Europe! Their amazing adventure starts to turn sour, when four out of the seven explorers on the expedition suddenly come down with a mystery illness. Worried about the "curse," Tintin tries to find the last three explorers, who have so far been spared the ravages of the sickness. One of them, Professor Tarragon, explains to him that the cause may well be the mummy that the explorers had brought back. Tintin is determined to solve the mystery, particularly after an additional incident occurs: Professor Calculus is kidnapped!



CONTROLS

- **Control pad**
  - To move the cursor through the various menus
  - To move Tintin
  - To move between background and foreground
  - To pick up and put down objects
  - To climb up trees or onto platforms
  - To bend down
- **A Button**
  - To use an object
  - To operate a mechanism or switch
- **B Button**
  - To jump
  - To scroll the video sequences
- **X Button**
  - Push (pressed with the Control Pad)
- **Y Button**
  - To run (pressed with the Control Pad)
  - To do a long jump (pressed with the B Button)
  - To throw an object (box)
- **START button**
  - To start the game
  - To pause the game
  - To go directly to the next level without viewing the video sequences



STARTING THE GAME

To solve the curse of Rascar Capac, insert the Tintin - Prisoners of the Sun cartridge into the Super Nintendo Entertainment System game console and turn the machine ON. You will then see the copyright screen, the language choice screen, the Infogrames logo and the game intro screen displayed in turn. To move from one screen to the next, press START until you reach the SELECTION MENU where you have two choices:

- PLAY: if you select this option, you will start a game
- OPTIONS: if you select this option, you can modify the following settings:

  1- Difficulty level: Easy, Medium or Hard

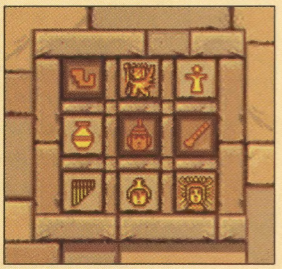
2- SIS: If you select this, it will put the sounds made by some characters through your hi-fi system. If your character moves from left to right (or vice versa), the sound will go from left to right, across the speakers.

3- Music: Stereo or Mono

4- Music: On or Off (you can listen to music or turn it off)

5- Test Music: you can listen to all the music files in the game

6- Password: If you have played previously and you have been given a password made up of a combination of nine stones (some will be pushed in, others will not), select this option. This password will let you start the game at the point where the password was given, instead of beginning the game all over again.



To enter the password: Select one of the nine stones using the right or left arrows on the Control Pad. Then press the A Button to push in one or more stones. Press START to confirm the password.

SCORE BAR

The score bar provides you with the following information:

- *TINTIN'S FACE: this is located in the upper left-hand corner of the screen on a parchment. The number next to Tintin's face indicates the number of lives you have left.*

- *THE PARCHMENT: each time Tintin is hit, the parchment rolls up a little. The fourth time he is hit, you lose a life.*

- *THE CLOCK: a clock is displayed in the upper right-hand corner of the screen and indicates how much time you have left to finish a level. When the hand has gone around the dial once, the clock will spin for a few moments. If you have not finished, you lose a life.*

- *OBJECTS: As you progress through the game, you can collect objects that will be very useful to you. Objects such as a stick, a tool, rope, and the like are displayed in the top left-hand corner of the screen.*

POSSIBLE ACTIONS

• TO WALK: press left or right on the Control Pad.

• TO CRAWL: bend down and press left or right on the Control Pad.

• TO RUN: press the Y Button and left or right on the Control Pad.

• TO PICK UP OR PUT DOWN AN OBJECT: press down on the Control Pad.

• TO PUSH AN OBJECT: press the X Button and left or right on the Control Pad.

• TO BEND DOWN: press down on the Control Pad.

• TO JUMP: press the B Button.

• TO THROW AN OBJECT: press the Y Button

• TO DO A LONG JUMP: run and press the B Button.

• TO USE AN OBJECT: press the A Button

POSSIBLE ACTIONS

- *TO TURN ON A LIGHT OR FLIP A SWITCH:* press the A Button

- *TO MOVE FROM THE BACKGROUND TO THE MAIN SCREEN - TO GO FROM THE MAIN SCREEN TO THE FOREGROUND:* press down on the Control Pad.

- *TO GO FROM THE FOREGROUND TO THE MAIN SCREEN - TO GO FROM THE MAIN SCREEN TO THE BACKGROUND:* press up on the Control Pad.

- *TO CLIMB UP TREES OR ONTO PLATFORMS:* press up on the Control Pad.

- *TO SWIM:* press left or right on the Control Pad.

- *TO SWIM FASTER:* Press the Y Button while swimming with left or right on the Control Pad.

- *TO DIVE:* press down on the Control Pad.

- *TO SPEAK TO SOMEONE:* move next to the character to whom you wish to speak and the dialogue will begin. Press the B Button to see the entire exchange with the character you have met.

BONUSES

During your adventure you can collect any of the following bonuses:

- *GOLDEN STATUETTE: this bonus gives you one life point.*

- *CLOCK: this bonus gives you extra time to finish a level.*

- *1UP: this bonus gives you an extra life.*

SPECIAL SEQUENCES

• PROFESSOR TARRAGON'S GARDEN

When they get to Professor Tarragon's garden, Tintin and Captain Haddock will have to disarm a gunman who is waiting in ambush. To do so, Captain Haddock has a pistol with a limited number of bullets. Use the bullets only when absolutely necessary!
Here are the various actions that are possible with Tintin and Captain Haddock (characters that you control one after the other):

- Switching between Tintin and Captain Haddock (and vice versa): to change the character you are controlling, use the X Button.
- Making Captain Haddock shoot: press the B Button.

Don't forget to pick up the object which will help you to disarm the gunman!

• THE CAR

You will then leave for Bridgeport by car to try to find Professor Calculus, who has just been kidnapped.
Here's how to drive your car:

- To turn left or right: press left or right on the Control Pad.
- To accelerate: press the B Button.
- To slow down: release the B Button.

• THE CARRIAGE

The wagon in which you are riding has been sabotaged. Here's how to move around in the wagon:

- To move left or right: press left or right several times on the Control Pad.

• JAUGA

Tintin is attacked by a thug in the town of Jauga. Since he does not approve of violence, our hero dodges the thug's blows.

- To dodge while standing up: press the X Button.
- To dodge while bending down: press the A Button.

• THE CONDOR

After Tintin has saved Snowy, who was being held "prisoner" by a terrifying condor, the great bird returns and attacks our hero, who has only one alternative if he is to avoid smashing into a rocky cliff:

- Parry the movement of the condor: press left or right on the Control Pad several times, depending on which direction you want to go.
- Let go of the condor's legs: press the B Button.

SPECIAL SEQUENCES

• THE AVALANCHE

In this sequence, fraught with emotion, Tintin must escape from an avalanche. Here's what he can do to avoid being caught:

- *Move to the side: press left or right on the Control Pad.*
- *Jump: press the B Button.*

• THE JUNGLE

In this level, your mission is to help your friend Zorrino make his way through a perilous jungle. Here's what you can do:

- *Break off part of a branch: climb onto the branch that you want to break, then jump.*
- *Attract the ant-eater to the ant hill: position yourself behind the ant-eater and then move forward.*

You will then come face to face with a terrifying snake that you will not be able to subdue unless you do the following two things:

- *Throw rocks: use the A Button.*
- *Hit it with a stick: use the A Button.*

• THE RIVER

In a canoe with Captain Haddock and Zorrino, you must battle the elements and some ferocious crocodiles that are preventing you from making a smooth crossing. To protect yourself, you will need to do the following:

- Paddle the canoe at the front: use the A Button.
- Paddle the canoe at the side: use the B Button.
- Make the canoe go faster: press right on the Control Pad.
- Make the canoe slow down: press left on the Control Pad.
- Move the canoe sideways: press up and down on the Control Pad.

• THE NEWSPAPER

In this level, you must reconstruct the page of a newspaper by carefully assembling the pieces that you have in your possession:

- To select - place a piece of newspaper: use the Control Pad and then press the B Button.

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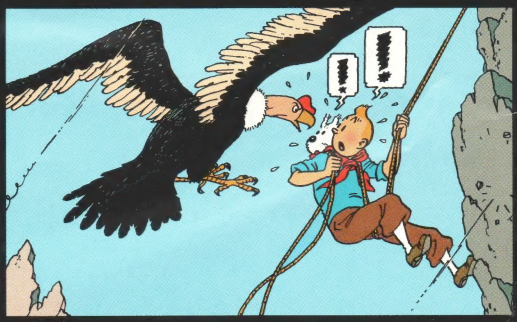

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